AUTO DUEL®

BY LORD BRITISH AND CHUCKLES

Apple II
64K and Joystick
Required

A futuristic, fast-paced strategy role-playing game by Lord British and Chuckles.
Based on the CAR WARS® board game by Steve Jackson.

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A REAL TIME STRATEGY ROLE-PLAYING GAME
BY LORD BRITISH AND CHUCKLES.

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AUTO DUEL II

A futuristic fast-paced adventure role-playing game. Based on the CAR WARS board game by Steve Jackson.

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AUTODUEL®

Enter the world of tomorrow, a world of futuristic freeways where the right of way goes to the biggest gun. Somewhere within the 16 cities and outlaw-infested highways of AutoDuel®, are the clues you will need to complete the ultimate mission.

Do you have the tactical skills and hair-trigger reactions required of an AutoDuellist? Prove yourself. Step into the arena on Amateur night. Only your driving proficiency and marksmanship can earn you the right to custom-build your combat vehicles.

The AADA (American AutoDuel Association) will offer you courier missions for prestige, for money. The FBI and the Underworld will vie for favors, but watch out! You'll quickly realize you need a clone to survive. The final gauntlet will test your AutoDuellist skills.

The challenge of AutoDuel® awaits you.
Are you ready?

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INCLUDES:
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AUTODUEL® MAP
AUTODUELLIST TOOL KIT

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AUTODUEL®

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A futuristic, action-paced sub-strategy role-playing game by Lord British and Chuckles-on.

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BY LORD BRITISH AND CHUCKLES.
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BY LORD BRITISH AND CHUCKLES
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AUTO DUEL
BY LORD BRITISH AND CHUCKLES
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Based on the CAR WARS® board game by Steve Jackson.
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BY LORD BRITISH AND CHUCKLES
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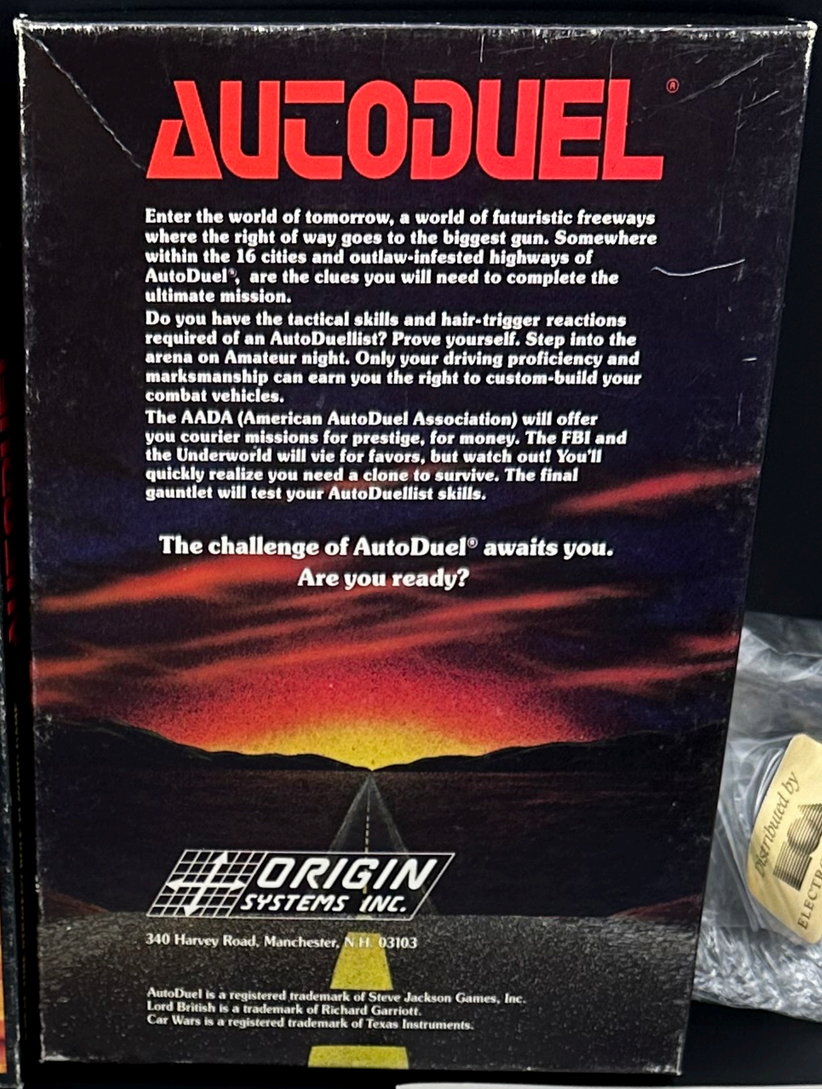
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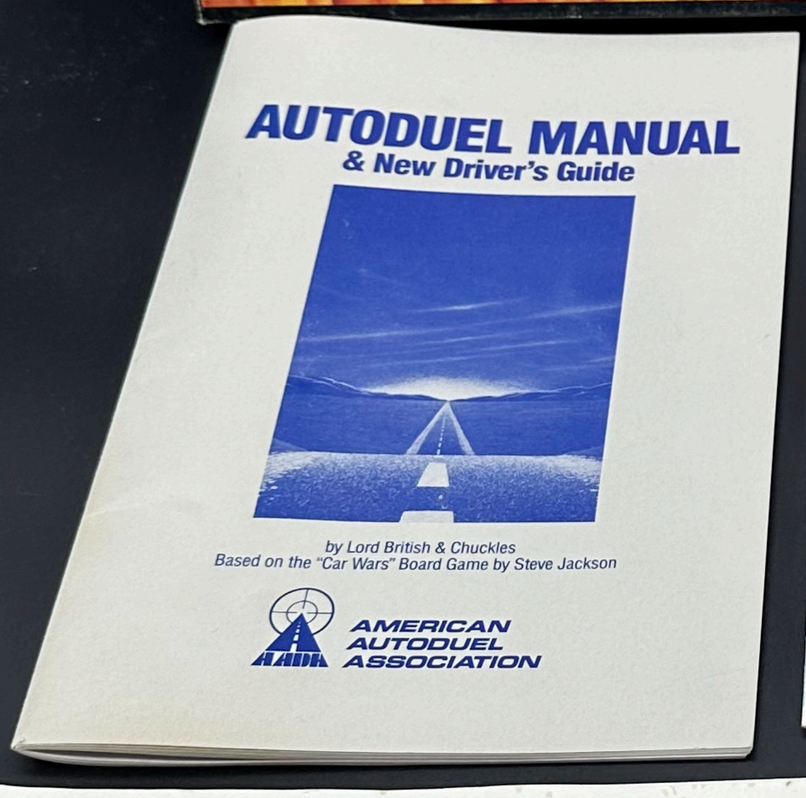
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by Lord British & Chuckles
Based on the "Car Wars" Board Game by Steve Jackson
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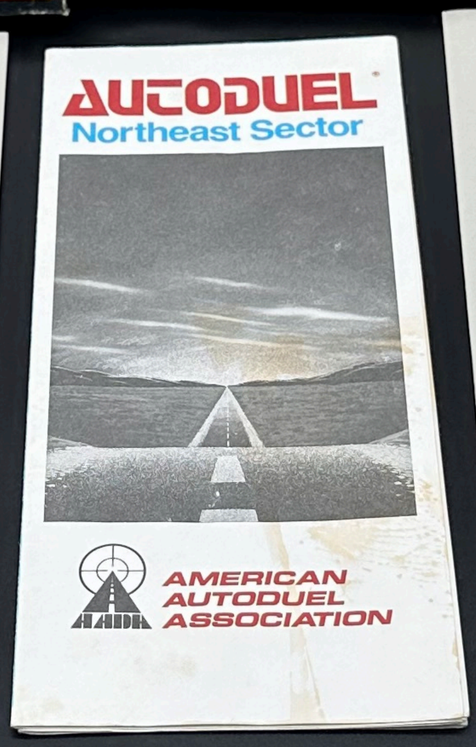
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Northeast Sector
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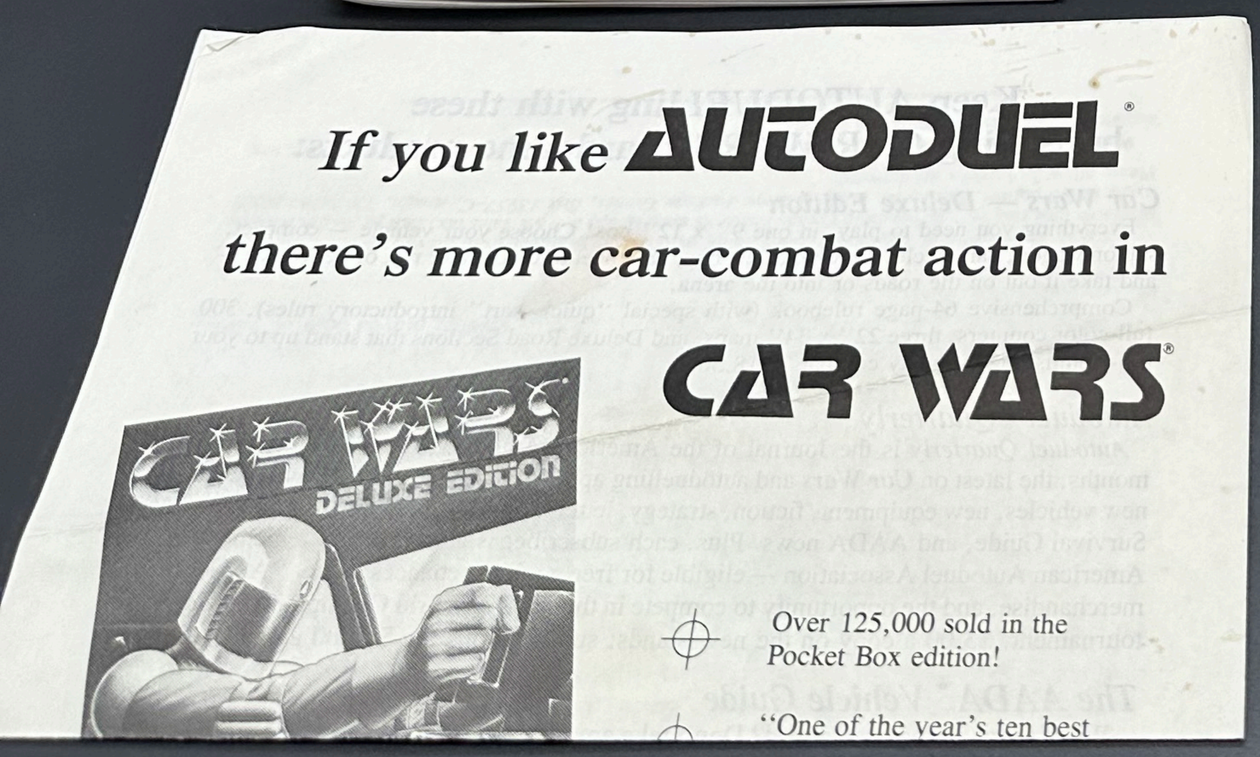
by Lord British & Chuckles
Apple II Version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"One of the year's ten best

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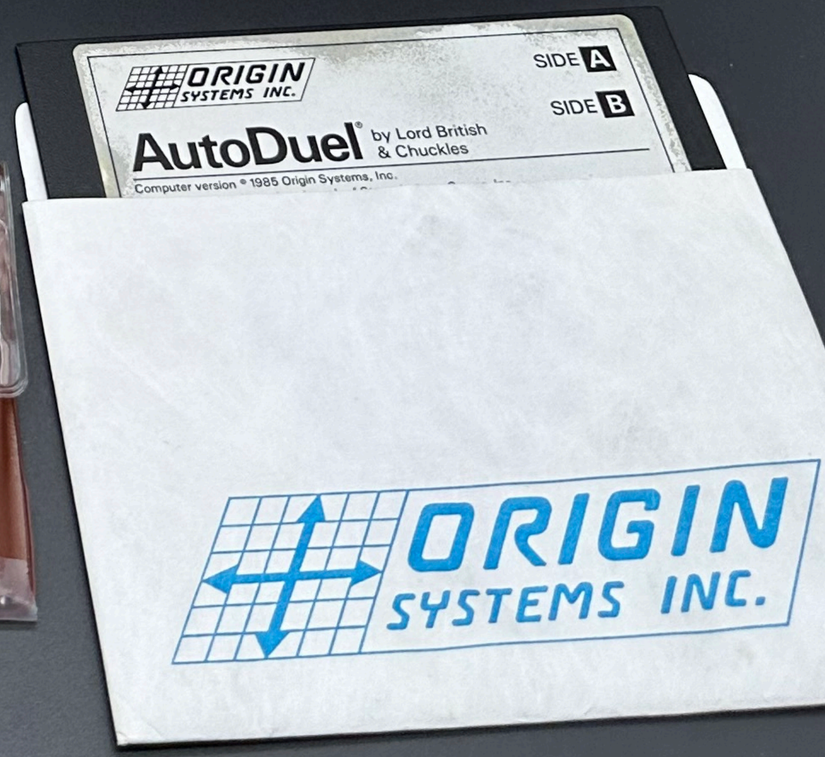
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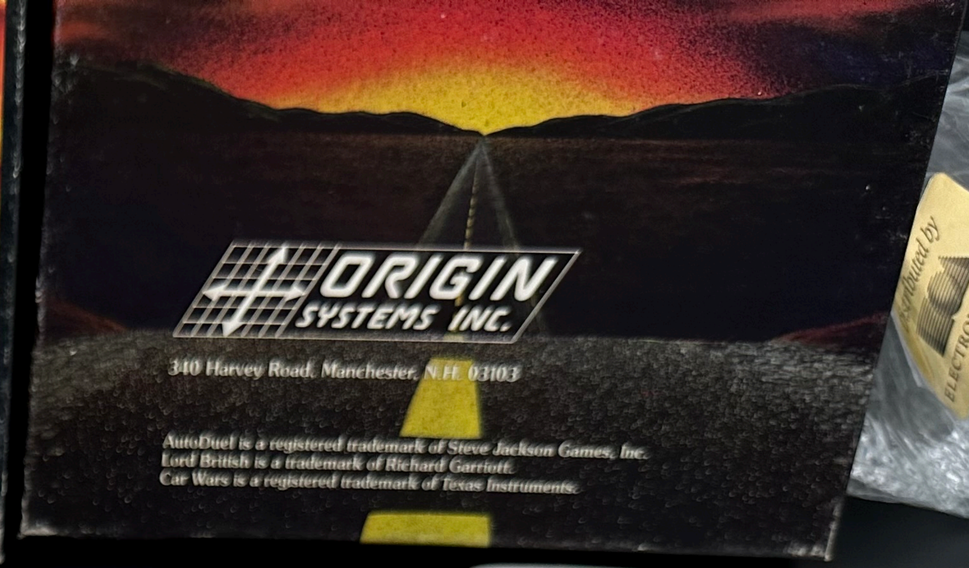
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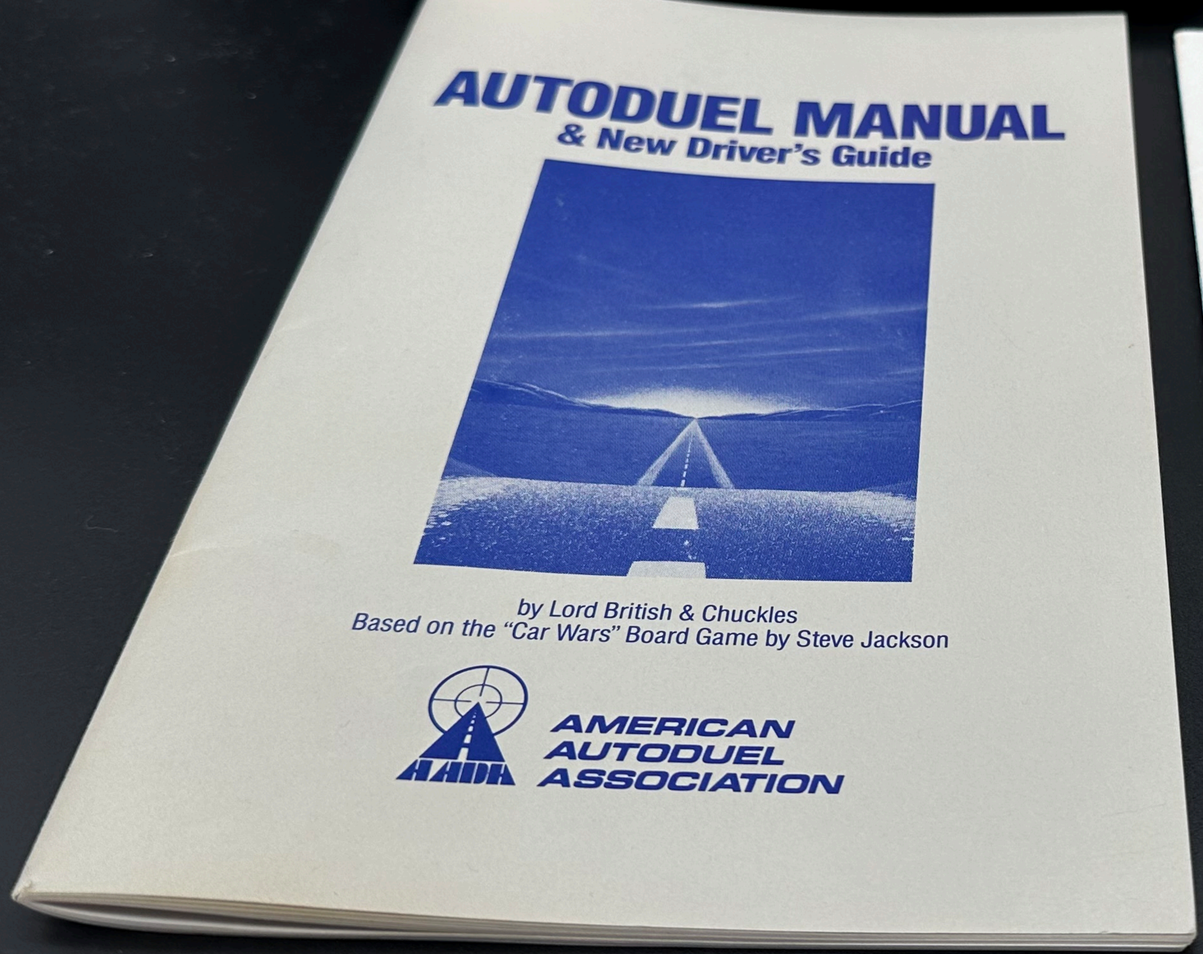
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Apple II Version

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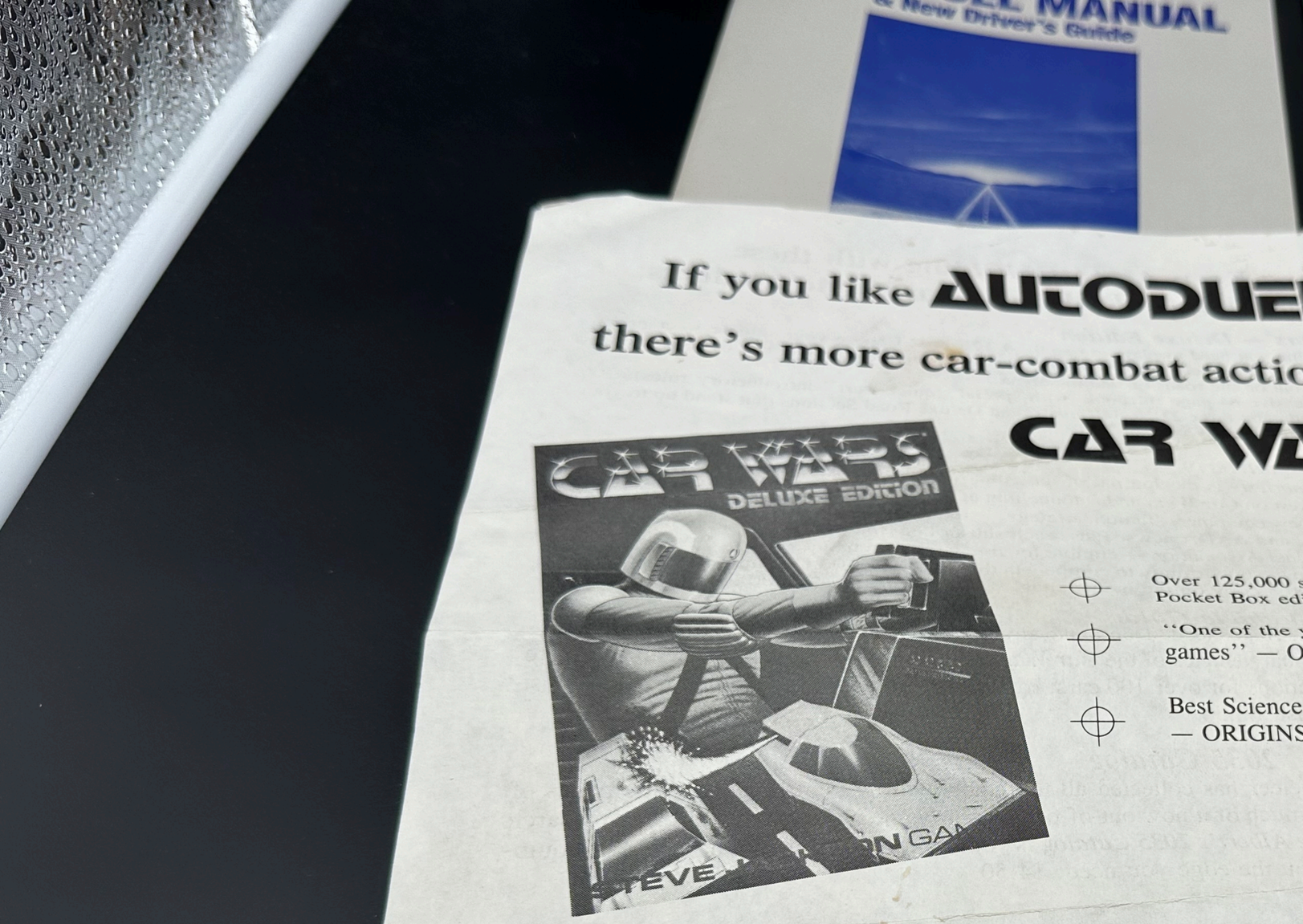

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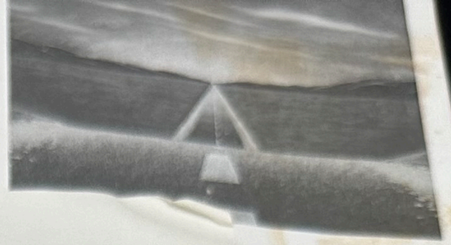
there's more car-combat action in
CAR WARS

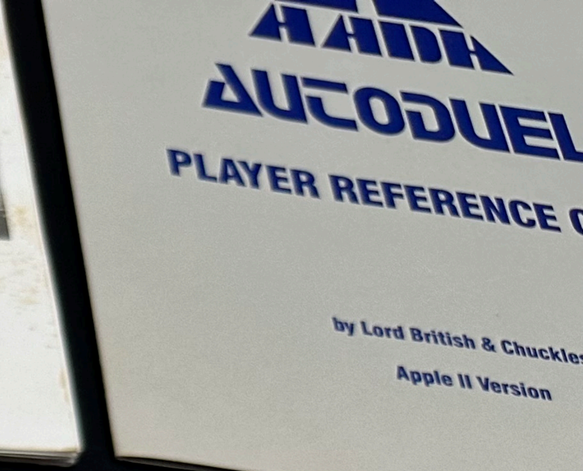
- Over 125,000 sold in the Pocket Box edition!
- "One of the year's ten best games" — OMNI Magazine
- Best Science Fiction Boardgame — ORIGINS '82

The *Autoduel* computer game is based on Steve Jackson Games' award-winning *board-game* ***Car Wars***. If you like *Autoduel*, you'll like ***Car Wars***: It's the same world, the same future history, and the same autoduelling action.

After you've played *Autoduel*, you can turn off the disk drive for a while, find an opponent (or two or twelve), and shoot it out on the highways of the future. With the **Deluxe Edition**, many supplements and expansion sets, and *Autoduel Quarterly* magazine, Car Wars players have been driving offensively for years — and they're still going strong!

See other side for more about *Car Wars*.





Keep *AUTODUEL*ling with these bestselling *CAR WARS* boardgame products:

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Everything you need to play, in one 9'' x 12'' box! Choose your vehicle — compact, station wagon, van, cycle, three-wheeler, bus, 18-wheel tractor-trailer rig, or helicopter — and take it out on the roads or into the arena.

Comprehensive 64-page rulebook (with special ''quick-start'' introductory rules), 300 full-color counters, three 22'' x 34'' maps, and Deluxe Road Sections that stand up to your most punishing highway combats. $18.50.

Autoduel® *Quarterly*

Autoduel Quarterly is the Journal of the American Autoduel Association. Every three months, the latest on ***Car Wars*** and autoduelling appears in the pages of *ADQ* — scenarios, new vehicles, new equipment, fiction, strategy, letters, the North American Road Atlas and Survival Guide, and AADA news. Plus, each subscriber is automatically a member of the American Autoduel Association — eligible for free goodies, chances to buy ''AADA only'' merchandise, and the opportunity to compete in the AADA World Championship ***Car Wars*** tournament. $3.00 a copy on the newsstands; subscriptions are $10.00 a year.

The AADA™ Vehicle Guide

What's that on the road ahead? Don't take any chances. Check it out with the offical guide to the highway combat vehicles of the ***Car Wars*** universe. Fully illustrated, with complete ***Car Wars*** specifications for over 100 cars, trucks, cycles, trikes, and helicopters. A must for every autoduellist. $6.50.

Uncle Albert's™ 2035 Catalog

That lovable gadgeteer has collected all the equipment he's introduced in the pages of *Autoduel Quarterly* (much of it now out-of-print), plus some old favorites and new research breakthroughs. ***Uncle Albert's 2035 Catalog*** is your reference book for that piece of equipment that will give you the edge you need. $4.50.

Convoy®

A complete 64-page solo adventure for ***Car Wars***. You must take a tanker truck from Lexington to Memphis. The reward is $100,000, but if you fail, a city dies — and somebody out there doesn't want you to make it. ***Convoy*** can be played solo or with a group, with or without a referee. $6.50.

Look for these items at your local hobby shop, or order them direct from Steve Jackson Games. All prices include postage and handling (Texas residents need to add 5 1/8% sales tax). All payments must be made in US dollars. Send your order to *Steve Jackson Games, Box 18957–C, Austin, TX 78760-8957.* Please allow 3–4 weeks for delivery.

Want to know more? Send for our free catalog. Write to Steve Jackson Games at the address above, and include a self-addressed stamped envelope.

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SIDE B

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by Lord British & Chuckles

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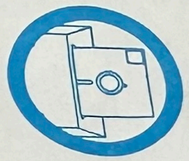
by Lord British & Chuckles

Apple II Version

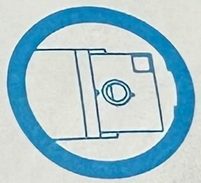
For extended media life— here's how to take care of your flexible disk

Precision surface.
No fingers, please!



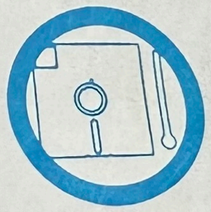
For your disk's sake
(and the system's, too)
insert disk carefully.

Magnetic fields erase.
Keep them far away.



Keep it safe —
in the envelope
when not in use.

Bending and folding
may damage.
Handle with care.



Keep disks comfortable
Store at: 10° to 52° C.
50° to 125° F.

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by Lord British & Chuckles

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by Lord British & Chuckles
based on the "Car Wars" Boxed Game by Steve Jackson

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Keep disks comfortable.
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by Lord British & Chuckles
Based on the "Car Wars" Board Game by Steve J

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SIDE A
SIDE B

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AUTODUEL®

PLAYER REFERENCE CARD

by Lord British & Chuckles

Apple II Version

Based o

INC.

MOVEMENT

All movement in Autoduel is controlled with a joystick. In town or on the road, simply push the joystick lever in the direction you wish to travel. On the road or in the Arena, the further the joystick is moved from center, the faster your vehicle will go—up to its top speed. Centering the joystick will cause your vehicle to coast to a stop, while pulling the joystick in the opposite direction of travel will result in a braking action and eventual reverse movement.

COMMAND SUMMARY

CTRL-C—display Car status.
CTRL-D—display Driver status.
CTRL-L—display Location & date.
CTRL-R—display Roster of all cars.
CTRL-S—toggle Sound on/off.
CTRL-T—display courier Tasks & salvaged goods in cargo area.
SPACEBAR—Bypass delay time of message.
ESC—Pause the game.
Button 0—Fire Active Weapon.
Button 1—Select Active Weapon.
0-9—Select Active Weapon.
G—Get in/out of car.
Q—Quit & Save game. **MUST BE USED TO END GAME PLAY.**

TO BEGIN PLAYING AUTODUEL:

1. First make a copy of side B of your *Autoduel* disk, using either COPY A from the DOS 3.3 System Master or FILER from the PRODOS User Disk.
2. Put Side A in your computer's disk drive and turn on the power.
3. Press any key to bypass the title page.
4. Type "3" at first menu to create a new driver. Refer to Player Manual for instructions on creating a new driver.

TWO DISK DRIVE OPTION:

To use two disk drives, first make a copy of side B of your *Autoduel* disk, using either COPY A from the DOS 3.3 System Master or FILER from the PRODOS User Disk. Insert the copy into the second drive and choose the two drive option from the opening menu.

TO STOP PLAYING AUTODUEL:

1. Press :"Q" to Quit & Save the game. If you are in the Arena or on the road, the game will be saved at the last town you were in.
2. Press RESET or turn the power off and on to boot another disk.

NOTE: FAILURE TO USE THE QUIT COMMAND WILL RESULT IN THE LOSS OF THE CURRENT DRIVER.

Special Note: As your driver grows in Prestige, special courier tasks will be offered to you through a series of clues. It is advantageous to pursue these missions whenever possible. Check for rumors at the Truck Stops and Bars for information on these special tasks.

by Lord British & Chuckles
Based on the "Car Wars" Board Game by Steve Jackson

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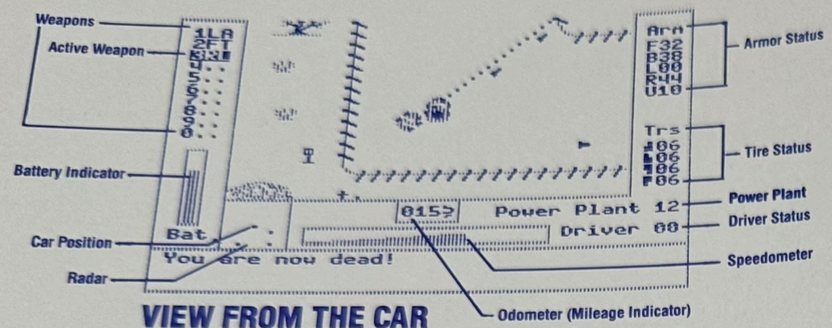

VIEW FROM THE CAR

```
Drvr:Harvey                    Item  Pt Loc
 Car:HOPEFUL                    Plant
Money:$775348                 Super  12 Ctr
 Cost:$010670                   Tires
                              Hvy Dt 06 F-L
                              Hvy Dt 06 F-R
 Body:Pickup                  Hvy Dt 06 B-L
 Chas:Ex. Heavy               Hvy Dt 06 B-R
 Susp:Heavy                      Weapons    Am
   Max Wt:7800                Laser   02 Frt --
   Max Sp:24      Armr        Flnthr  02 Bck 20
     Top:90       F:04        Rkt L.  02 Frt 00
     Hcl:03       B:36        ......  ..  ...  ..
                  L:20        ......  ..  ...  ..
 Wt Left:0588     R:27        ......  ..  ...  ..
 Sp Left:09       U:10        ......  ..  ...  ..
    Acc:05                    ......  ..  ...  ..
    Bat:96                    ......  ..  ...  ..
Press a key to go on.
```

CAR STATUS SCREEN

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by Lord British & Chuckles

Apple II Version

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SIDE B

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SYSTEMS, INC.

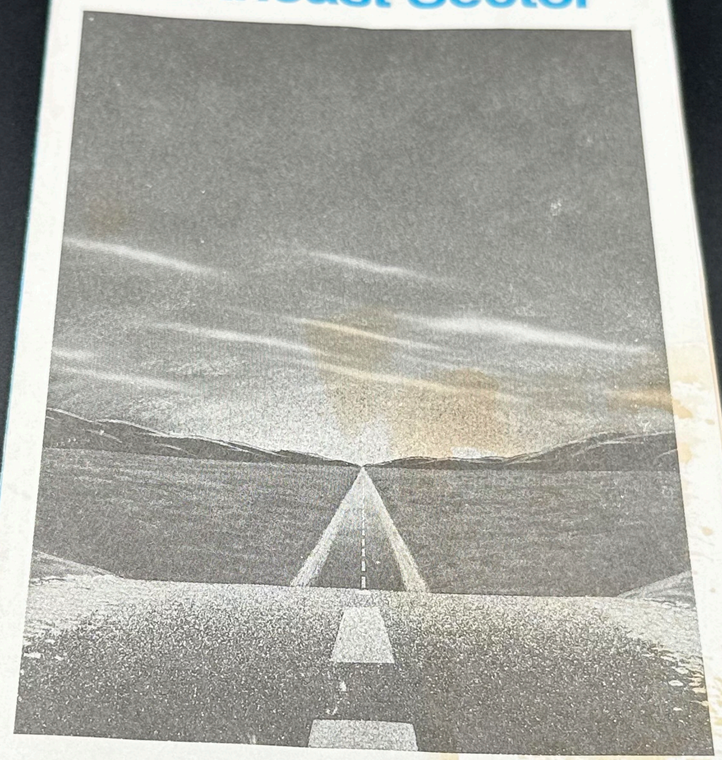
MAGNA
MAGNA PRODUCTS, INC.

MADE IN
HONG KONG

HONG KONG

AUTODUEL

Northeast Sector



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ASSOCIATION

NORTHEASTERN UNITED STATES–FALL 2030

This Eastern Division road map is provided for quick reference to major roads and Fortress Towns. For detailed information about any city, check the AADA's North American Road Atlas and Survival Guide, available at any bookstore, truck stop, or AADA office.

ALBANY, NY

The capital of New York has strict duel-control ordinances, but local duellists can always visit the Albany Motordrome for a sanctioned combat! For those less than successful in these endeavors, repair and weapon facilities are available. Be sure to look for the Empire State Pizza Pistol Dueling Grounds, one of Albany's most popular attractions.

AADA

ATLANTIC CITY, NJ

Most travellers visit Atlantic City for its famous casinos—or to play "live Monopoly" along the boardwalk. But some lucky duellists pass Go for a good deal more than $200 at the Baltic Duel Arena. . . Atlantic City is also the site of the original live "Shootout" game; tickets are available at the Fitzsimmons Sports Office.

$

BALTIMORE, MD

AADA members visiting this city should confine their travels to the relatively safe downtown area. The suburbs, hard hit in the Food Riots, are unsafe for travel at any time, though individual vehicles in Division 20 or above may visit them for combat practice. Downtown, travellers will want to see the luxurious Hotel Baltimore, a historic 200-year-old structure, and the East's only fully-domed combat stadium, Irsay Memorial Arena.

AADA

BOSTON, MA

Massachusett's state capital—once an historic site—was nearly levelled in the Food Riots. It is now one of America's most modern cities. Boston boasts no ordinary weapon shop, but Uncle Albert's catalog showroom. Full cloning facilities are available at Boston Gold Cross. There are three local arenas; daily AADA events are held at the downtown Yelrom Arena, but city championships move to the New Boston Dueling Arena because of its larger capacity. New car buyers can also check out the Fnord Motors Assembly Plant.

AADA

BUFFALO, NY

Visitors of the city will want to check out the Buffalo Municipal Coliseum, still under construction. This project has been plagued by delays since its inception, but (when finished) it will be one of the nation's largest. Be sure to visit the weapons shop for the latest in duellist accessories.

AADA

DOVER, DE

Dover is best known for the world-champion Dover Destroyers, scourge of the combat football circuit. Dover is also the capital of Delaware and the site of the Delaware Agricultural Museum, where visitors can see living samples of many nearly extinct plants such as wheat, orange trees, and potatoes.

HARRISBURG, PA

NEW YORK CITY, NY

The "Big Apple" hosts the AADA Divisional Championships every six months. It's also the site of the Magnum Motors assembly plant. Due to the danger to Manhattan's fabled skyscrapers, all vehicle weapons must be covered or unloaded downtown—Be careful, because the city militia enforces this rule strictly.

AADA

PHILADELPHIA, PA

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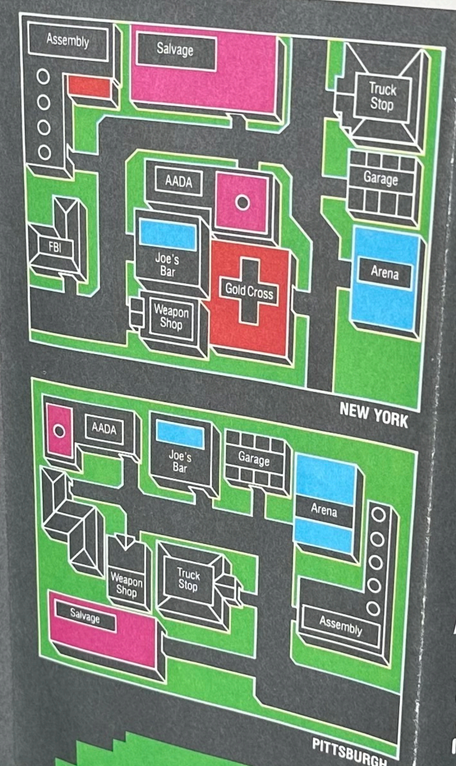

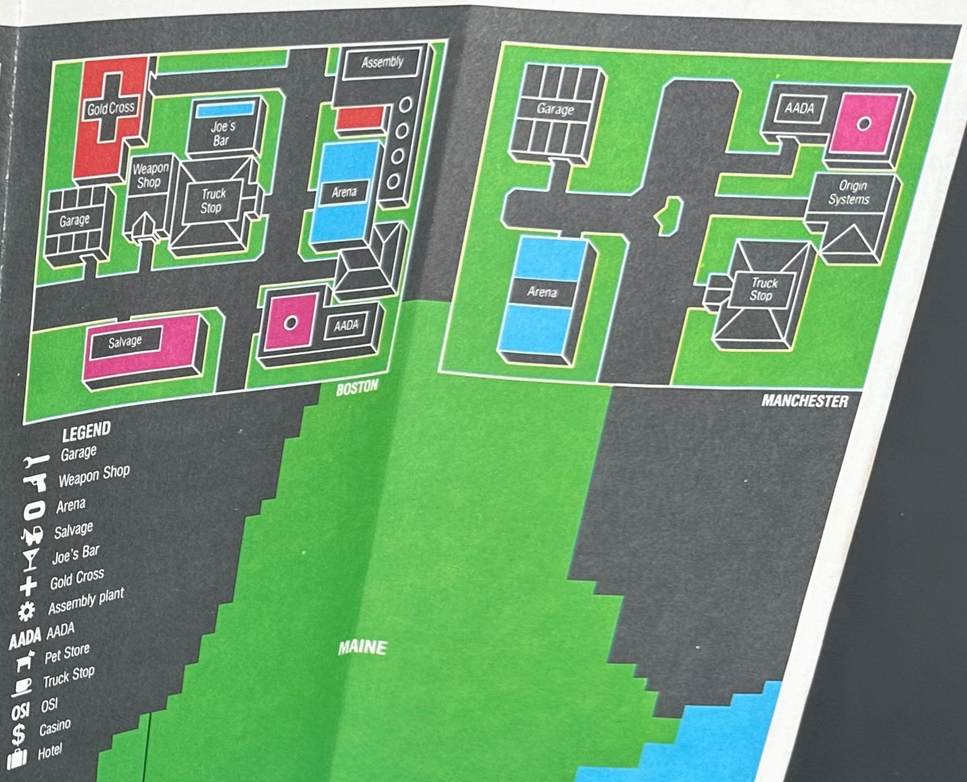

NORTHEASTERN UNITED STATES–FALL 2030

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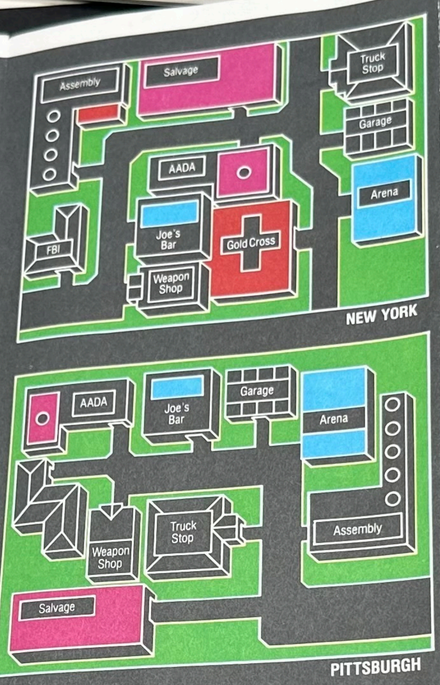

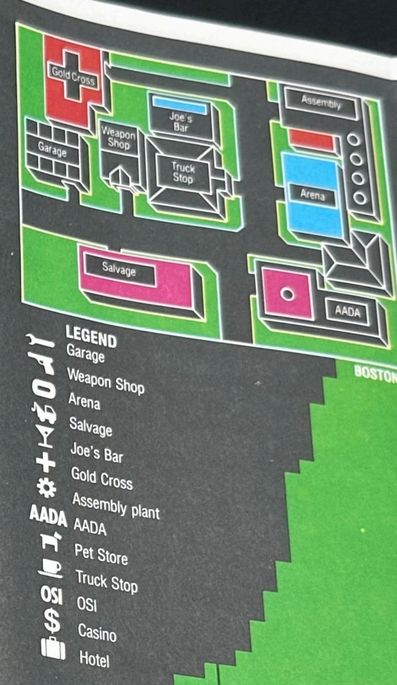

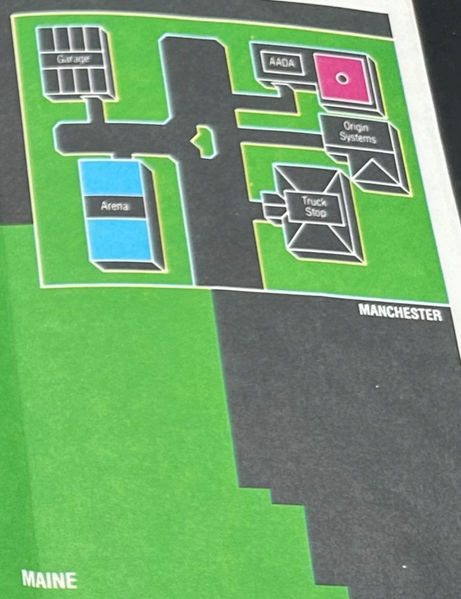

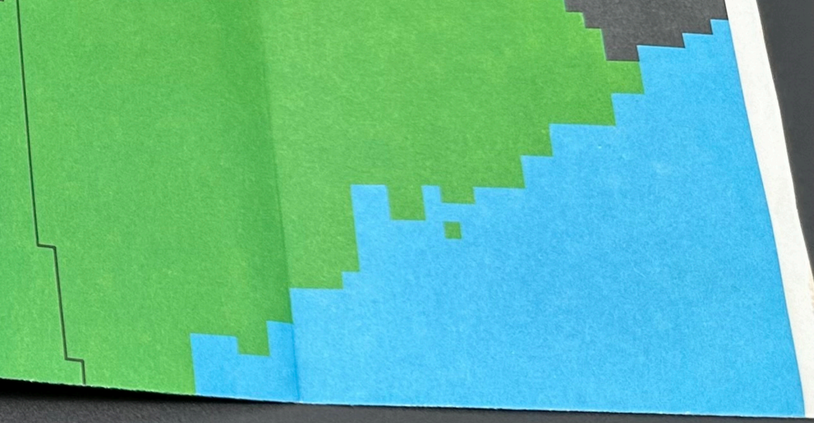

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HARRISBURG, PA

Harrisburg is the capital of Pennsylvania. The base of a strong militia during the Second Civil War, it remains one of the more peaceful parts of the state, although downtown areas may be unsafe after dark. Duellist facilities are fairly complete, with ample repair and salvage capacity and a truck stop famed for hospitality to autoduellists.

MANCHESTER, NH

State government moved here when Concord, the original capital, fell victim to the Purple Flash in 2014. Visitors to Manchester can tour the plant of Origin Systems, manufacturers of fine targeting computers, combat simulation software, and similar duelling gear.

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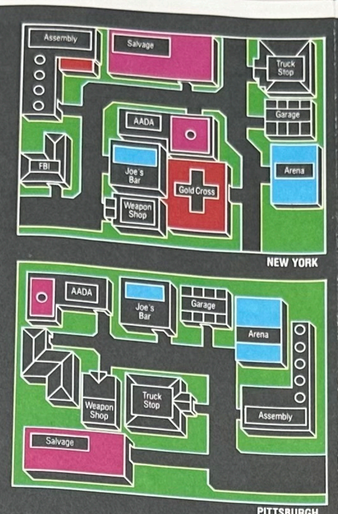

LEGEND
- Garage
- Weapon Shop
- Arena
- Salvage
- Joe's Bar
- Gold Cross
- Assembly plant
- AADA — AADA
- Pet Store
- Truck Stop
- OSI
- Casino
- Hotel

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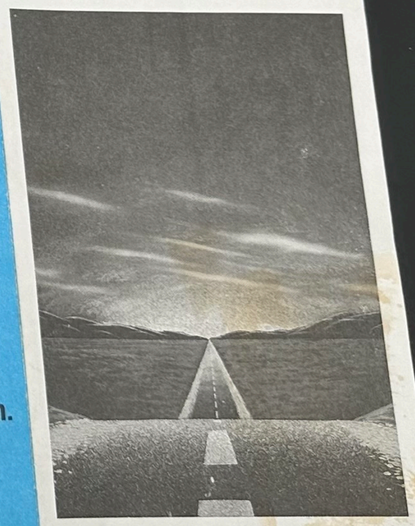

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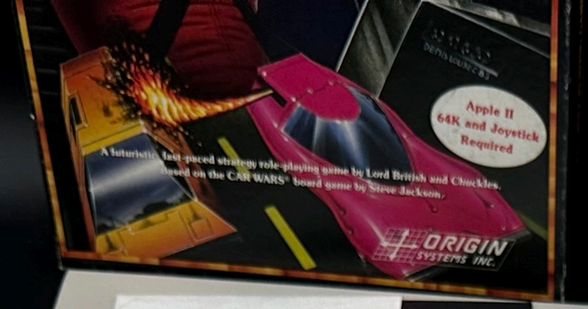
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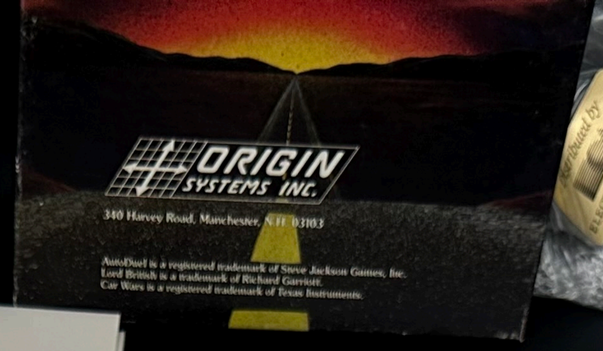
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